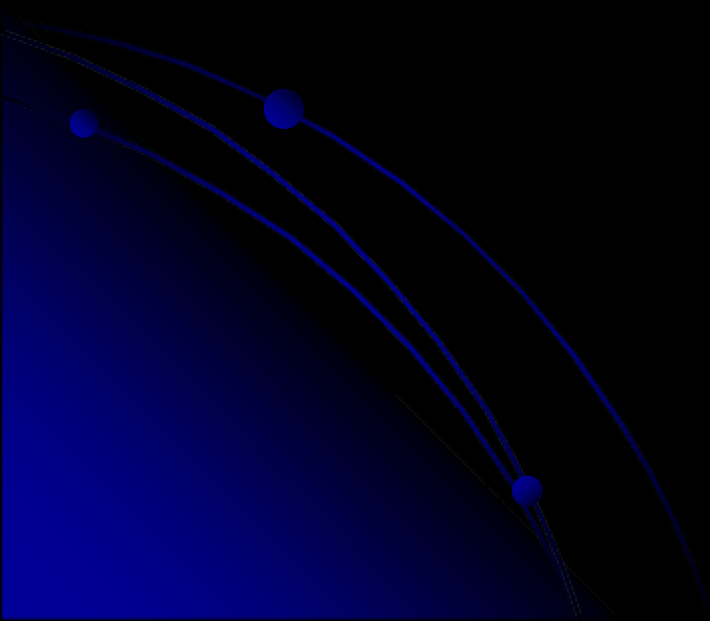


# Overview of Military Wargaming

- Dr. Paul West, USMA
- Dr. Steven Downes-Martin, NWC
- Mr. Matt Caffrey, AFRL
- Mr. Mike Crane, USAFA



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History Dept

M&SRC

Ops Research

**USAFA Wargaming  
Capability**

Faculty  
Professional  
Experience

DoD  
Relationships

Research  
Experience

DFMI

# Why it matters...

The man in the foreground is now an AF captain and an operational pilot...

...and was a wargaming team element leader in 2002



# Primary Concerns

- Games *must* be interesting
- Games *must* be fun
- Games *must* teach real-world lessons
- “Active learning” constitutes the ultimate training experience (games can provide this)
- Simulation is requisite in the 21<sup>st</sup> century
- RTS has taken over the COTS market

The future of training  
games lies in a  
convergence of COTS  
games and high-  
performance computing

